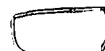


IFW



Jeffrey D. McClarnon
P.O. Box 682
Greenfield, Indiana 46140
(317) 462-1055

July 28, 2008



Mail Stop GROUP ART UNIT 3714
Attention: LEE, BENJAMIN W.
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

Re: United States Patent 7384339, named, "Frame capture of actual game play"
Application Number: 10/758828

Dear Sir:

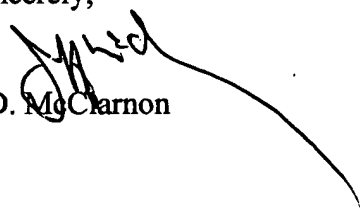
I am taking this opportunity to make you aware of potential obstacles to the patentability of United States Patent 7384339, named, "Frame capture of actual game play". Pursuant to 35 USC 301 and 37 CFR 1.501 regarding the right of any person to disclose information material to patentability, I respectfully submit the following information.

United States Patent 7384339, named, "Frame capture of actual game play" describes a method wherein game presentation frames are captured for subsequent review. In claims 1 through 3 of the patent a method and the requisite apparatus are described wherein game logic and presentation logic are separated and the presentation logic is "captured" for subsequent review with the execution of the game of chance comprising "executing game flow logic on a host device, and executing game presentation logic on the first device.". Separation of game logic and presentation logic is a process taught by U.S. Pat. No. 6,409,602, "Slim Terminal Gaming System", wherein games are executed on the server and game logic and presentation logic are separated and sent to remote devices via communication pathways. Every aspect of this technology depends on separating inputs and outputs from server to remote devices and should reference the '602. (See, United States Patent 7384339, named, "Frame capture of actual game play", claims

1,2,3,11,12,13,20,22,23,25,26,27,38,39,40,43,47,49,50,51,52,57,59,61,62,63,67,72,73,74,
and 75)

Further many of the embodiments of this patent application describe a "client-server model" which is host-based, and that is most definitely art taught by the '602. One specific embodiment even mentions "thin client" hand-held devices. Any embodiment of the invention using "thin client", "remote host" technology is using art taught by the '602 patent and should be referenced accordingly. (See, United States Patents # United States Patent 7384339, named, "Frame capture of actual game play", all claims)

Sincerely,


Jeffrey D. McClarnon

Certificate of Service

I hereby certify that a copy has been served by U.S. mail upon the following:

WEAVER AUSTIN AND SAMPSON LLP- IGT
ATTN: IGT
P.O. Box 70250,
OAKLAND, CA 94612-0250

This 28th day of July, 2008.


Jeffrey D. McClarnon